



NEXT WAR

Series Supplement #3



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Reinforcements

1.0 Introduction

This supplement primarily serves as an update kit for Next War: Poland. A lot has changed since the game was first designed especially with the delay between initial design and release. Countersheet 1 and the new GSR included are intended to be an update to the first edition of the game. This is, unfortunately, part and parcel of a “near future” game system. It also contains an extension map filling in the rest of Kaliningrad as well as showing a portion of Lithuania including the important and, for the Russians, strategically vital railroad to Kaliningrad.

In addition to the above, though, this supplement contains a host of other optional rules and counters for use with the various other games in the system.

Game references:

NWK, NWK1E: *Next War: Korea, 1st Edition*

NWK2E: *Next War: Korea, 2nd Edition*

NWT: *Next War: Taiwan*

NWIP: *Next War: India-Pakistan*

NWP, NWP1E: *Next War: Poland, 1st Edition*

NWP2E: *Next War: Poland, 2nd Edition*

NWV: *Next War: Vietnam*

NWSS1: *Next War: Supplement #1*

NWSS2, NWSS-I: *Next War: Supplement #2 (Insurgency)*

NWSS3: *Next War: Supplement #3*

1.1 Components

Your copy of *Next War: Supplement #3: Reinforcements* should contain the following:

- One 11” x 34” map depicting the rest of Kaliningrad and a portion of Lithuania
- One 8-1/2” x 11” map depicting the islands of Gotland and Bornholm
- One Rules booklet (this one)
- One *Next War: Poland 2nd Edition* Game Specific Rules
- Two Cyberspace Player Aid Cards
- One Advanced Sequence of Play (for use with Cyber Warfare Rules)
- Two sheets of 9/16” Counters

2.0 Next War: Poland, 2nd Edition Update

With new information, the Russian Order of Battle has been completely revamped. There’s an entire new set of ground units as well as some additional air units. In other words, remove all the Russian ground units except MSUs; keep all the air units.

2.1 Scenario Updates

Refer to the Next War: Poland, 2nd Edition Game Specific Rules for all scenario updates using the new counters. We are specifically listing some items below, however.

2.2 Russian Air Unit Replacement [GSR 8.6]

Add Su-27s to the list of air units for which the non-Allied player can use this process.

2.3 Belarus

Add the Su-30 to all Advanced Game scenarios.

2.4 Poland

Remove the 1 Var/16, 2nd Corps HQ, and 21 Podhale counters. Add the new 18th Division.

Replace the 25 Air Cav, 7 Pom/12, 11/2 HQ, 12/MNCNE HQ, and 16 Pom/2 HQ (and HQ bridge counters) with the new counters provided.

2.5 Netherlands

Add the AH-64 and the two ground units. Note that the 43/1 is subordinate to the German 1st Panzer Division.

2.6 Germany

Remove all Torn and Typh counters. Add the new Typh, EA-18G, and F-35A counters.

2.7 France

The French CV BG can operate both Rafale M counters at the Allied player’s option.

2.8 United Kingdom

Remove all Torn air units. Replace all Typh air units with the new counters provided. Add the 1/3 Mechanized Infantry Brigade.

2.9 Italy

Replace all Typh air units with the new counters provided. Replace the Ser/Friuli and 66/Friuli units with the counters provided.

2.10 Spain

Replace the Typh air unit with the new counter provided.

2.11 Belgium

Replace the Lt/RRC unit with the SOR/RRC counter provided.

2.12 USN

Replace the two F/A-18E counters with the new counters provided.

2.13 Estonia

Add the 1st Mechanized Infantry Brigade.

2.14 Latvia

Add the 1st Mechanized Infantry Brigade.

2.15 NATO

Replace the MNCNE Corps HQ and add the MND-NE Division HQ.

2.16 USMC

Replace the F-35C, 1/6, 2/6, 3/6, 2 Armored, 2-LAR, and AH-1Z with the counters provided.

2.17 US Army

Replace the 2 ACR with the 2 CR counter provided.

3.0 Series Reinforcements & Changes

Additional rules and counters for other games in the series are included as follows.

3.1 Next War: India-Pakistan



3.1.1 Indian S-400s

India signed a deal with a Russia to purchase the S-400 air defense system. Two S-400 counters are provided if players want to use the SAM rules (originally in NWSS1 and NWSS2 and replaced in NWSS3). If those rules are not used, increase the starting and maximum DET and SAM values for India in all scenarios by two (new counters showing the new maximums have been provided for this).

When using these rules change the Allied Intervention Level costs as follows:

US Level 1 = +6VP to IROP
 US Level 2 = +10VP to IROP
 US Level 3 = +27VP to IROP
 US Level 4 = +37VP to IROP
 RU Level 1 = +1VP to IROP
 RU Level 2 = +2VP to IROP
 RU Level 3 = +4VP to IROP
 RU Level 4 = +6VP to IROP

3.2 Next War: Taiwan

3.2.1 Coup de Main

With the release of the updated PRC OOB in Supplement #2, we neglected to update the Optional Coup de Main rules [NWT GSR 17.17]. Instead of distributing units of the 1st Marine Brigade (which no longer exist as independent battalions), place one PRC Marine brigade in each Island Land Area chosen. The rest of the rule remains the same.

3.2.2 Ballistic Missiles

In all Advanced Game scenarios, if not already allocated, the PRC starts with Ballistic Missile Points as follows:

Strategic Surprise: 30
 Tactical Surprise: 40
 Extended Buildup: 45

The PRC can use 5 ballistic missile points per Strike Phase. They do not receive any as reinforcements.

3.2.3 Intervention Level VP Cost

To bring NWT into line with recent entries in the series, here are some VP costs and UN Intervention modifiers for the various Intervention Levels:

US Level 1 = +6VP to PRC UN: +2
 US Level 2 = +14VP to PRC UN: +1
 US Level 3 = +17VP to PRC UN: 0
 US Level 4 = +22VP to PRC UN: -1

3.2.4 PRC Airbases and Permanent ADF

3.2.4.1 Airbases

Add six Airbase symbols to the PRC Holding Box (on either the Operational Map or the Naval Display).

3.2.4.2 Permanent ADF

Write in the PRC Holding Box Permanent, non-reducible ADF values: Det: 7; SAM:7; AAA:2.

3.3 Next War: Korea

3.3.1 ROK Order of Battle Update

This supplement contains a complete update of the OOB for the Republic of Korea for use in Next War: Korea (either edition).

Units are set up and/or arrive as reinforcements per the rules in that edition. Ignore any set up or reinforcements for which there is no counter.

Specific scenario changes for Allied Setup and Reinforcements are listed below:

Seoul Train	Change setup from VII Corps to "CAP/VII, 2 QRD/2 OC"
Uijeong Blues	Add 8/VII and 11/VII to setup



3.3.2 ROK Air Force

The two KF-21s are set up in the Ready Box in all Advanced Game scenarios.

Although their intent is to retire the F-5s in their inventory, that process is going slowly. To more fully represent the ROKAF, include the three F-5 counters in all Advanced Game scenarios at setup.

Design Note: Terry Foskett, these F-5s are for you!

3.3.3 Japan Airbases and Permanent ADF

3.3.3.1 Airbases

Add six Airbase symbols to the Japan Holding Box on the Operational Map.

3.3.4.2 Permanent ADF

Write in the Japan Holding Box Permanent, non-reducible ADF values: Det: 7; SAM:7; AAA:2.



3.4 Japanese F-35

There is one Japanese F-35B counter included.

In any Advanced game scenario in which the Japanese AMPH appears, so does the F-35B. The Allied player can operate the Japanese F-35B from the AMPH. Place it on top of the AMPH to mark it as Ready. Rotate it 180° to mark as Flown and place it beneath the AMPH for Aborted.

3.5 Replacement Counters

NWK2E: Japanese AH-64, US 48/3 SBCT, and PRC 78 GA Artillery and Bridge marker.

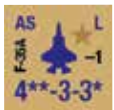
NWIP: Pakistani JF-17.

NWT: US Beachhead marker.

NWV: Combat DRM marker.

3.6 Additional Counters

NWSS2: Three counters are included for tracking PACs per Turn and COIN/Insurgent Initiative. We've also provided a Cruise Missile and T-129B for the Philippines for use in either NWT or NWV.



3.7 Australian F-35A

In NWK2E and NWV replace the 1 x F/A-18E and 2 x F/A-18F counters with 2 x F-35A (1x-1, 1x0) counters.

These are in a new Australian color scheme that we will be using going forward.



3.8 US 11th Airborne Division

The US Army recently reactivated the 11th Airborne Division. In any game which calls for 1/25 Bde as a reinforcement or setup unit, substitute HQ/11 and 1/11. Similarly, substitute 2/11 anytime 4/25 is designated as a reinforcement or setup unit.

3.9 Refugees Update

If playing with the Refugees optional rule, some adjustments need to be made when playing *Next War: Vietnam* and/or *Next War: Taiwan*.

The movement penalties do not apply in Jungle or Mountain hexes unless such hexes are within 3 hexes of a City or Urban hex.

Design Note: Thanks to Chris Fawcett for suggesting this.

4.0 New Optional Rules

If all players agree, the following rules may be used in whole or in part with either specific games or, in some cases, any of the games in the series.

4.1 *Next War: Taiwan*, *Next War: Vietnam*, or any that use the Pacific Naval Display



4.1.1 Carrier-Killers (PRC DF-21/DF-26)

[Advanced; +0 VP]

These DF 21/26 markers are for use in any Next War series game that uses the Pacific Naval Display, e.g., *Next War: Taiwan* and *Next War: Vietnam*.

They are placed in the PRC Holding Box in all Advanced Game Scenarios. They can be moved, using Air or Sea Transport, to the Spratlys, Paracels, or Senkakus Island Land Areas (if non-Allied Controlled), or Malaysia or the Philippines if either of the latter enters the war on the non-Allied side.

4.1.1.1 Detection, Damage, and Destruction

The DF 21/26 markers are Hardened Targets.

They must be Detected by Electronic Detection, SOF Recon (as HQ/SAM), or be adjacent to an enemy ground unit (only possible in an Island Land Area) before they can be attacked.

They follow the rules for Installations regarding SOF Raids and Strikes. They can be Destroyed by SOF Raids or Strikes. If alone in an Island Land Area with enemy units they are also Destroyed. If a marker is Destroyed, it is removed from the game and cannot be rebuilt. Strike results are DRMs applied against any Strikes it conducts, e.g., a Strike 1 marker on the DF21/26 results in a +1 DRM when it makes a Strike.

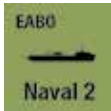
If there are restrictions on GT1 SOF Raids and/or Strikes, then these markers can be attacked if the ADF Track is also specified as being eligible to be attacked.

4.1.1.2 Naval Strikes

During the Cruise/Ballistic Missile segment (b) of each Strike Phase, each DF 21/26 marker can conduct one Strike as if it were a Cruise Missile Strike (but do not expend Cruise Missile Points) against a detected Naval Unit up to two At Sea Boxes away or any Inshore Box or all-sea hex associated with those At Sea Boxes. This is conducted as a "Naval 3" Strike.

When using these rules, Cruise Missile points cannot be used to conduct Strikes against Naval Units, except when using Air Units.

Design Note: These markers replace that abstraction. Naval Surface Combat represents all Naval SSM combat.



4.1.2 USMC Littoral Regiment (EABO)

[Advanced; +0 VP]

The USMC is experimenting with a new concept of a Marine Littoral Regiment. The idea is that small packets of Marines armed with missiles and delivered via long range landing craft will occupy islands or other terrain as a sea area denial mission. These rules allow players to use that concept in the game.

4.1.2.1 Placement

Any USN AMPH may, during any friendly movement segment, make a single attempt to place an EABO (Expeditionary Advanced Base of Operations) marker (representing part of the regiment). This marker can be placed in an At Sea Box in or adjacent to the At Sea Box containing the AMPH if the target At Sea Box is one of the following:

- Sea of Japan
- East China Sea
- Ryukyu Islands
- Taiwan Straits
- South China Sea
- Spratly Islands
- Gulf of Tonkin

This represents the unit occupying an island there. Such placement is subject to a Contested Sea Movement roll as if the AMPH were entering the At Sea Box. Only one EABO marker can be placed in an At Sea Box.

4.1.2.2 Effects

An EABO marker in an At Sea Box forces the non-Allied player to roll for Contested Sea Movement in the same At Sea Box (or associated Inshore Box or All-Sea Hex). In addition, during each Strike Phase during step b, it can conduct one Naval Surface Strike against any one enemy Naval Unit in the same At Sea Box (or associated Inshore Box or All-Sea Hex) using the “Naval 2” column.

4.1.2.3 Damage and Destruction

EABO markers must be Detected by Electronic Detection or SOF Recon to be attacked. There is a +1 DRM when Electronic Detection is used. They are treated as HQs in “Mtn./Urban/any Jungle” for SOF Recon.

EABO markers are Hardened Targets. If a marker is Destroyed, it is removed from the map and placed two turns ahead on the Game Information Display; the non-Allied player earns 2 VP. It becomes available in the Reinforcement and Replacement Phase of that Game Turn.

Strike results are DRMs applied against any Naval Strikes it conducts, e.g., a Strike 1 marker on the EABO results in a +1 DRM when it makes a Naval Strike.

4.1.2.4 Maintenance and Supply

If, during any Supply Phase, there is no US AMPH in or adjacent to the At Sea Box containing the EABO marker, it is removed from the map and available to be placed again.

Design Note: “Our peer adversaries need to perceive a bunch of small, mobile Marine units in their backfield with low signatures, bad attitudes and toolkits full of disruptive capabilities.” – USMC Commandant Gen. David Berger.

4.1.3 PRC Carrier Stealth Planes

[Advanced; +4 to +8 VP Allied]

News reports are showing a carrier-based variant of the J-31 dubbed the J-35. Two counters are provided, each of which forms a Carrier Air Group with one J-15 for one PRC CV BG. The Allied player receives +4VP for each optional aircraft added.

4.2 Next War: Korea



4.2.1 ROK Optional Marine Brigades

[Advanced; +6 VP non-Allied]

The two ROK Marine brigades, 6 and 9 Marine, are optional units. If the VP are paid, the brigades are available at start and are placed in the Yellow Sea Inshore Box. The 6 Marine Brigade can move via Airmobile Movement. The Allied player traces from any Airbase/Airfield to 1618 to pick it up and uses the remainder of the airmobile movement to land. The 9 Marine Brigade can only move if an AMPH moves to the Yellow Sea Inshore Box and embarks the brigade.

4.3 Intervention Level Increase

[Advanced; +variable VP]

Before beginning the Reinforcement and Replacement Phase, add up your opponent’s “Total VPs” + “VPs This Turn;” if that equals or exceeds the “Automatic Victory VPs” differential, you may increase the Intervention Level of all nations intervening on your behalf by one, e.g., from Level 2 to Level 3. The cost to increase the levels is half (round up) of your opponent’s current “VPs This Turn” value. Any new unit type(s) available at the new level (e.g., marine and Airborne units) of those nations’ forces treat this turn as GT1 for all reinforcement schedules.

Play Note: Obviously, if your opponent earned enough to make a roll on the Automatic Victory table Step 3 of the Victory Determination Phase, then it might not matter. On the other hand, if your opponent is only just close to doing so, you might get a jump on some very much needed help..



4.4 Tanker Support Missions

[Advanced; +0 VP]

Markers have been provided to represent aerial refueling tanker support missions for the US, NATO, Russia, and the PRC. Each such entity will have a Tanker Support Available marker to track its available tankers and a Tanker Support Used marker to track when such support is used. When flying from the NATO Basing Box, US and NATO air units can use each other’s tanker support.

When Tanker Support is used, move that marker up the track on the Game Information Display. It cannot move past the Tanker Support Available marker.

Unless playing a combined game, do not use this rule in Next War: India-Pakistan.

4.4.1 Unlimited Range Air Unit Change

When using this rule, for Air Units with “U” range to be “Unlimited”, they must use Tanker Support when flying a mission. Otherwise, they are treated as Long range.

When using this rule in NWP or NWP2E, only Unlimited range air units, i.e., a U or L range unit after applying Tanker Support, can fly missions from the USA Basing Box.

4.4.2 Other Range Air Units Usage

Air units with “Short”, “Medium”, or “Long” range are treated as one range class better, i.e., Short→Medium, Medium→Long, Long→Unlimited.

4.4.3 Collateral Damage

When a Collateral Damage result is inflicted (either Air or Air*), the choosing player may reduce the Tanker Support Available marker. This can only be done when the Collateral Damage is rolled against the following Basing Boxes and for each entity as identified for each game:

NWK

Japan and Guam: US; PRC: PRC; Russia: Russia

NWT

Japan and Guam: US; PRC: PRC

NWP

NATO: NATO; Russia: Russia

NWV

Japan, Guam, and Thailand (if Allied): US; PRC: PRC

4.4.4 Available Support

Set each Tanker Support Available marker in each Advanced Game scenario per the chart below:

	Maximum	NWK	NWT	NWP	NWV
US	10	6	4	8	4
NATO	3	N/A	N/A	3	N/A
Russia	4	2	N/A	4	N/A
PRC	6	4	4	N/A	4

N/A = Not Applicable

4.4.5 Tanker Replacements

A side can spend two Supply Points in each Reinforcement and Replacement Phase to increase the Tanker Support Available marker by one. It can never increase beyond the maximum in the table above.

4.4.6 Naval Air

Air units based on CVs or CVNs can use Tanker Support Missions as described above. Additionally, air units based on CVNs can use one of the following options:

- Any one air unit per CVN can double its range without using a Tanker Support mission.

Design Note: This represents the use of UAV tankers.

- An air unit can halve its CS and Strike values and double its range. WW units incur a +2 DRM.

Design Note: This represents the use of buddy fueling.

Exception: In NWP, an air unit may take advantage of “a” above and increase its range to L, otherwise, use NWP GSR 13.3.3.1.

4.5 Continued Clearing Operations

[Standard/Advanced; +0 VP]

Most of the time, Clearing Operations eventually come to fruition. However, they are sometimes quite frustrating since they rely on a single die roll each turn. This is further exacerbated in games like Next War: Taiwan which rely on fewer rolls to a far greater extent. Players may agree to use this rule when conducting Clearing Operations in any game.

If the units conducting the Clearing Operation meet the requirement for Minimum Safe Stacking Points (MSSP) [8.4.4.1], reduce the Clearing Number [8.4.1.2] by one each time the roll fails. Do not change the Clearing Marker (players will have to mark this somehow).

If the units conducting the Clearing Operation drop below MSSP at any time, reset the marker to its full Clearing Number.

4.6 “Extreme Range” Missiles (e.g., JASSM)

[Advanced; +0 VP]

Once per Strike Phase, both sides can use this rule to conduct a Cruise Missile attack using a single U-range air unit without expending a Cruise Missile Point. Apply an additional +1 DRM to the Strike. If using Tanker Support rules [NWSS3 4.4], this does use a Tanker mission.

4.7 HQ Support Strength Limits

[Advanced; +0 VP]

When applying HQ Support [18.2.1], the total value of that support cannot be more than three times the total Attack or Defense strength, e.g., a “1” attack strength unit attacking by itself and supported by a “5” strength HQ can only add “3” to its strength; the other “2” are lost.

4.8 Automatic Victory

[Standard/Advanced; +0 VP]

One of the standard Automatic Victory conditions [12.2] is controlling all the hexes of an enemy capital. Instead, allow a roll if one or more such hexes is Controlled but modify the die roll by +1 for each such hex still Controlled by the other player.

Design Note: This is most useful in Korea since Seoul has 7 hexes, except, of course, that it has 7 hexes so the DRM might be...a lot.

4.9 B-21 Raider

[Advanced; +0 VP]

In any game in which US Air Force B-1s appear, the Allied player may replace up to two B-1s. Each B-1 is replaced by a randomly drawn B-21.

4.10 MSUs and Strikes

[Advanced; +0 VP]

The MSU abstractly represents a line of trucks moving supply, so to have them be a “unit” that can be destroyed via Strikes, while convenient, doesn’t really capture the nature of the logistical tail. For players willing to have more rules overhead, rather than treating them like other ground units with Strike markers, reduce their Supply Range by 1 for a Strike 1 marker and by 2 for a Strike 2 marker. This will represent the destruction and interdiction of trucks, etc. thus reducing the flow of supply. Ignore any results past Strike 2. MSUs are still treated normally in Combat, e.g., they can be eliminated.



4.11 Recon Units

[Standard/Advanced; +0 VP]

To more accurately reflect the role these units play, Recon units, i.e., Armored Cavalry unit type, project a Delay Area of Effect. This area extends two hexes from the unit’s hex regardless of terrain. Enemy units pay an additional +2 movement points to enter this area.

Play Note: Remember 2’n’2.

Any enemy unit or marker within that Delay Area of Effect is automatically detected, with no need to be adjacent.

If attacked in ground combat, the recon unit may Retreat one hex before combat if it passes an ER Check. If that leaves the hex vacant, the attacking units can advance.

4.12 SAM Conflation

[Advanced; +0 VP]

Escorts flying in support of a mission are subject to SAM fire if the mission is Early Detected.

Design Note: Thanks to Mike Heckman for suggesting this. Although, he still needs to play Downtown/Elusive Victory/Red Storm...and the name is a pun on SAM Deconflation.

4.13 Contested Supply

[Advanced; +0 VP]

For Beachheads and Ports that are allowed to be used as Supply Sources, if any Inshore or At Sea box through which the Sea LOC is traced is Contested or contains enemy Naval Units, then the player must make a successful Contested Sea Movement die roll to use that Port as a Supply Source. A roll is made for each such Port that the player wants to use.

Design Note: Thanks to Joel Toppen for suggesting this.

4.14 USMC Order of Battle Changes

[Advanced; +0 VP]

The USMC recently announced they’d be cutting their tank battalions and bridging companies as well as making other changes to allow the Corps to fulfill its role as a naval expeditionary force. To that end, if you want to see what that means in game terms, make the following changes in any game using USMC units:

- Remove all USMC armor battalions
- Remove all USMC HQ Bridge markers
- Remove the I and III TF units
- As an exception to 30.2, MEU HQs can remain on the map, and they also can use their combat capabilities twice in a turn

Play Note: Players should combine this rule with NWSS3 4.1.2 USMC Littoral Regiment.

4.15 Canada Chooses?

[Advanced; +6/10 VP non-Allied]

Canada hasn’t yet finalized the replacement for their CF-18s. Here, we let you choose how to replace them! In *Next War: India-Pakistan* and *Next War: Poland*, the Allied player may choose either option below for the VP cost shown:

2 x JAS 39s (1x-1, 1x0) for 6VP

2 x F-35As (1x-1, 1x0) for 10VP

Play Note: We’ve given you two sets of counters, one for each game.

Design Note: Although they’ve announced a choice, the deal hasn’t been inked at the time of this writing..

4.16 Next War: Poland

Design Note: The war in Ukraine has also provoked Sweden and Finland into reassessing their neutral stance. These optional rules assume that they ultimately voted to join NATO. It’s possible these actions become the casus belli for Russia in game terms.

4.16.1 Sweden Joins NATO

[Standard/Advanced; +15 VP non-Allied]

Players may start the game with Sweden as part of NATO. GSR 6.6.2 and SS2 9.10 (for 0 cost) are applied as if Sweden had joined the Allies prior to play. Ignore any references to Sweden and neutrality. Add the Swedish SAG in any Baltic Sea At Sea Box except the Gulf of Finland at setup.

4.16.2 Finland Joins NATO

[Standard/Advanced; +15 VP non-Allied]

Players may start the game with Finland as part of NATO. Add the Finnish SAG in the Northern Baltic Sea At Sea Box at setup. Ignore the provision in GSR 5.6 regarding the Gulf of Finland; it is now a fully functioning At Sea Box.

In the Standard Game the Allied player receives an additional three Air Points each turn.

In the Advanced Game, randomly choose two Finnish air units to start in the NATO Ready Box during setup and add the other two to the opaque container with the other NATO air units.

4.16.3 Russian Anti-Naval SSMs

[Standard/Advanced; +0 VP]

This amends the rule in NWSS2 9.12. When using that rule, ignore the first two bullets of NWP2E 6.6.2.1, the third bullet of 6.6.3, and first bullet of 6.6.4. In addition, the negative DRMs for Sea Control only apply if an SSM is placed in the appropriate Land Area.

When using these rules, Cruise Missile points cannot be used to conduct Strikes against Naval Units, except when using Air Units [NWP1E/NWP2E GSR 14.1 second paragraph].

Design Note: These markers replace that abstraction. Naval Surface Combat represents all Naval SSM combat.

4.17 Prior Planning for Parachutes

[Standard/Advanced; +0 VP]

When using this rule, all Airborne Movement/Parachutes must be planned in advance. The player must record the units, hex(es), and GT of any such movement in the Initiative Phase at least one turn in advance, e.g., to Parachute in GT 3 requires it to be planned in the Initiative Phase of GT 2.

Design Note: A Word on These Rules

The following three rules (SAM Battery [NWSS3 5.0], Submarines [NWSS3 6.0], and Alternate Air System [NWSS3 7.0]) should only be used by players who are deeply familiar with the Advanced Game as they make fundamental changes to the underlying systems. Players should ignore the SAM Battery and Alternate Air System rules from Supplements #1 and #2 and only use the rules here. Players should use the Submarine rules as modified in later Supplements and any GSRs.

Caveat emptor.

5.0 SAM Batteries and THAAD

5.1 Introduction

The following rules supersede those that came in Supplements #1 & #2 and include some specific rules for some of the games in the series.

5.2 SAM Battery Counters

Earlier versions of the counters had a DRM in parenthesis and no DET/SAM values on them. Those counters can still be used, but you'll have to refer to the new counters to get the values for the SAM battery and ignore that DRM.

5.3 SAM Battery Rule Updates

5.3.1 General SAM Battery Rules

When using the SAM Battery rules, they replace most of the Advanced Game Air Defense rules. Instead of "Normal" Air Defense, use the SAM Battery rules; in all other cases, all missions are subject to "Local" Air Defense, however, shift Local SAM, AAA, and Detection one column to the right on the chart, i.e., Local SAMs are on the 5-6 column, Local AAA is on the 2 column, and Local Detection is on the 0-1 column. The Detection and SAM Air Defense Tracks are not used.

These rules supersede any SAM Battery rules in Game Specific Rules, e.g. *Next War: Poland* or *Next War: Vietnam*.

SAM Batteries are nationality specific. The only nations with SAM Battery counters are the US, RU, ROI, and PRC.

5.3.2 SAM Battery Arrival

Players receive one battery counter each time one of the following conditions are met:

- US/PRC/ROI air units are part of setup
- A US/ROI/PRC HQ is part of setup
- Any turn in which an air unit arrives as a reinforcement (Exception: not in *Next War: Poland*)
- Any turn in which a US/ROI/PRC HQ arrives as a reinforcement
- When directed by scenario or other rules, e.g., Camp Humphreys

"Setup" includes any at start units, e.g., reinforcements received as part of setup are "setup" not "reinforcements".

The counter-mix from both Supplements and games is an absolute limit.

5.3.3 Placement

SAM Batteries must be placed and remain attached to one of the following:

- an HQ of the same nationality
- a friendly Installation (see below for an exception)
- a Land Area (not Island Land Area)
- a Beachhead
- as directed by special rules, e.g., Camp Humphreys.

They may not be placed in Holding Boxes that contain Inherent SAMs [NWSS3 5.3.8].

Except for an HQ, any location on the above list can have more than one SAM Battery attached.

A SAM Battery may be "detached" from an HQ only at one of the other locations listed above. An HQ cannot "attach" a SAM Battery from such a location.

5.3.4 Detection

Batteries must be Detected by Electronic Detection, SOF Recon, or be adjacent to an enemy ground unit before they can be attacked.

5.3.5 Damage and Elimination

Batteries (including Inherent Batteries [NWSS3 5.3.8]) follow the rules for Installations regarding SOF and Strikes; however, no VP is awarded for Destruction. A Battery can be Destroyed by SOF Raids or Strikes. If attached to an HQ or Beachhead that is eliminated, any attached SAM Batteries are Destroyed. If placed at an Installation that is captured, the Battery is Destroyed. A Battery placed at an Installation that is Destroyed remains.

A SAM Battery can be rebuilt by expending two Supply Points during the Reorganization Phase; these points count against the allowed points for repairing/increasing ADF Tracks [28.9.2]. If replaced, it must be placed per NWSS3 5.3.3 above.

Batteries are Hardened Targets, except against Wild Weasel strikes. Wild Weasel strikes use the Air Defense Track row of the Strike Chart.

If there are restrictions on GT1 SOF Raids and/or Strikes, then these markers can be attacked if the ADF Track is also specified as being eligible to be attacked.

5.3.6 SAM Battery Defense Fire Effects

Batteries have permanent Detection, SAM, and Range ratings printed on them. Detection and SAM ratings are reduced by one for each level of Strike marker on them. The batteries can be used to Detect and fire SAMs at any Air, Cruise, or Ballistic Missile Strike or Airborne or Air Transport Mission within their Range. This is an addition to any Game Specific Rules capabilities.

All enemy Transport and Strike missions must trace a path of hexes across the map and/or Land Areas from their starting hex (for Transport) or any friendly-controlled Airbase/Airfield on the Operational Map for units in the Basing Box corresponding to it (e.g., air units in the ROK Basing Box can fly from any friendly-controlled South Korea Airbase/Airfield), or appropriate start area (Holding Box corresponding to Basing Box, Sea Zone where CV(N) BG is located, etc.). When transitioning from a Strategic Map to an Operational Map (or vice versa), it must enter from a friendly map edge.

One Battery that is within range of the path can use its ADF values against that Mission. Each additional Battery within range provides a -1 DRM to any Detection and SAM roll.

Batteries in Holding Boxes only have overlapping ranges if they are attached to the same Installation.

The path of hexes for the Battery range must be traced in as straight a line as possible from the battery to the target, and it cannot pass through a Mountain/High Mountain hex. Holding Box Batteries only protect the Installation to which they are attached.

If a SAM Battery is used for ADF, use the ADF Track AAA value as normal, if AAA would otherwise be allowed.

5.3.6.1 vs. Missiles

Use the Advanced Game ADF Table as normal but reference the Ballistic Missile ADF Results table on the Next War Series Supplement #2 Player Aid to determine the effect.

5.3.7 Movement

A SAM Battery can only move if it is attached to an HQ or the player spends 1 Supply Point to pick it up and place it per NWSS3 5.3.3 above during the Reorganization Phase; these points count against the allowed points for repairing/increasing ADF Tracks [27.9.2].

An HQ with an attached SAM Battery cannot use Airmobile or Airborne Movement/Transport.

5.3.8 Inherent SAM Batteries

5.3.8.1 Non-Allied

The following locations are always considered to be within 10 hexes of one S-300/S-400 SAM Battery when applicable:

- Russia Holding Box
- PRC Holding Box

5.3.8.2 Allied

The following locations are always considered to be within 5 hexes of one Patriot SAM Battery when applicable:

- Guam/Diego Garcia
- Japan
- NATO Holding Box

5.3.9 SAM Batteries and Land Areas

A SAM Battery in a Land Area (including Island Land Areas) uses its capabilities in that area and any adjacent Land Area, Sea Zone, or associated Inshore Boxes.

5.3.10 Next War: Poland Specific Rules

A SAM Battery on the Operational Map within 3 hexes of an all-sea hex uses its capabilities within its range on that map as well as in the Southern Baltic and associated Inshore Boxes.

The Aegis Ashore installation is a SAM Battery. Use the Patriot values for it.

5.3.11 Naval ADF Umbrella

A Naval Unit may be used as if it were a SAM Battery against Air and Cruise Missile Strikes.

On the Operational Map, a Naval Unit in an All-Sea hex projects its Detection and SAM values in a radius that is equal to twice the value of the Detection and/or SAM value, respectively, as if it were a SAM Battery. On the Strategic (or Naval) Display, it can use its values if it or any Naval Unit stacked with it is a target.

Naval Unit AAA can only be used in defense of Naval Units.

Example: A US CVN, with Detection and SAM values of 8, can use both of those values out to a range of 16 hexes; a Naval Unit that falls into the "Other" category has a Detection value of 5 and a SAM value of 1 and can use its Detection value out to a range of 10 hexes, but can only use its SAM value out to a range of 2 hexes.

5.3.11.1 Land-based ADF and Naval ADF Interaction

A player may mix and match the values at his discretion, e.g., if an enemy Strike is launched against a target that is within Detection range of a SAM Battery and a Naval Unit, the player can use the Naval Unit's ADF to attempt Detection.

If the Strike is Detected, the player can, again, choose whether to use his SAM Battery SAM value or the Naval Unit's SAM value (assuming it has range to the target hex). When using a Naval Unit's Detection value, the player may consider any result to be an "ED" result if, and only if, he intercepts with a Naval Air Unit. This supersedes the Early Detection rule in 17.1.4 #3.

5.3.11.2 Range Restrictions

When tracing range on the Operational Map, the range must follow as direct a line as possible from the Naval Unit to the Air Units. Any non-U.S. Naval Unit cannot trace its Detection and/or SAM range directly through or along the hexside of a Mountain or High Mountain hex.

5.3.11.3 Aegis "Afloat"

US CVN BGs and SAGs can be used against Ballistic Missiles as if it were a SAM Battery. They can be used if a Strike target is on an Island Land Area in their At Sea Box. On the Operational Map, one of these units in an All-Sea hex projects its Detection and SAM values in a radius that is equal to twice the value of the Detection and/or SAM value, respectively.

5.4 THAAD Area of Effect

See the chart on the back of these rules that defines the limits of protection per game for a THAAD Battery [NWSS2 2.2].

6.0 Submarine Rule Updates

See the design note before rule 5.0 above for commentary on using these rules.

6.1 Next War: Vietnam Specific Rules

Several countries are depicted on the Strategic Display. Most are divided into two or more Land Areas. There are also two Island Land Areas, the Spratleys and the Paracels, that are depicted as single large hexes.

All rules that apply to Land Areas also apply to Island Land Areas, unless otherwise specified.

6.1.1 Ports

The UK and FR may each use one Submarine marker if they intervene at Level 2 or higher.

6.2 Submarine Threat Level Changes

When using the Combined "Sub"-systems from Supplement #2, whenever a side has a submarine marker eliminated, the appropriate Submarine Threat/ASW Level (depending on which side has lost a sub marker) is reduced by 1. Conversely, when a submarine is brought in as a reinforcement, the appropriate Submarine Threat/ASW Level is increased by 1.

Design Note: Thanks, again, to Joel Toppen for suggesting this. Why again? See below...

7.0 Alternate Advanced Game Air System 2.0

Design Note: Special thanks to Joel Toppen for suggesting, testing, and tweaking these. These are essentially reproduced from the Supplement #1 with the relevant changes in [blue text](#).

The Advanced Game air rules in the Next War system allows players to achieve some satisfaction through the thrill of moving F-22s across the sky with zooming noises for Air Superiority or assigning A-10s to Combat Support and making little explosion noises. It doesn't, however, really capture the operational aspects of aerial warfare. Strike and Combat Support missions, as represented in the game, would be composed of packages of mixed or even single aircraft rather than entire counters of the same type. That is, a particular strike package might be composed of two F-22s and two F-15s flying top cover/escort, while an F-16 Wild Weasel provides electronic warfare support for the four Strike Eagles tasked with dropping bombs. The next day's mission, against the same target, might be composed of two F-16s flying escort, no Wild Weasel, and three F-16s dropping Rockeyes. The point is that the current air system, while it models the effects through the mechanism of allocating a counter to conduct a Strike, doesn't really capture the essence of the operational air war. In addition, the player tends to know, or at least have a pretty good feel for, how much force is going to be applied for whatever purpose he envisions, whether it's a Strike against a Port or a Combat Support Mission. These rules are an alternate method of modeling that operational air war as well as streamlining the entire concept.

Design Note: These rules are basically a cross between the Standard and Advanced air rules, but they place the player in the role of the theater command tasking his air boss to provide support without the omniscient ability to specify exactly how to do it and with which assets to accomplish it. The overall goal is to simplify the air game but retain the flavor.

7.1 Package Markers

Each side in the game has a set of Package Markers (PM). These markers represent different packages or combinations of aircraft. Each counter contains a generic back side intended to facilitate random drawing and allocation. The other side of the counter contains the information required for determining Air Superiority or conducting Strike or Combat Support missions. In addition, each set of markers is divided into A & B types of packages. The A markers generally have better values than the B markers. Each side may receive several of both types of markers per turn. The backs of the Allied counters have different colors; this has no effect on play and is provided for (no pun intended) color only.

7.1.1 Marker Values

Marker Type – indicates whether the marker is an A or B marker.

Air Defense Evasion Value (ADEV): used when determining the effects of Air Defense Fire [SS3 7.4].

Combat Support Value (CSV): used to provide a DRM in ground combat [SS3 7.3.3].

Strike Value (SV): used to conduct Strikes against various targets [SS3 7.3.2]. An * indicates that the PM can use Stand-off Strike.

7.2 Receiving Markers

During the Air/Naval Phase, each player will receive a variable number of both types of PMs, A and B.

7.2.1 Available Draw Containers

Each player should have two opaque containers to serve as their Available Draw. Place all a side's Type A PMs in one container and their Type B PMs in the other.

7.2.2 Ready Draw Container

Each player should have another opaque container that will serve as the Ready Draw holding air assets for use within the turn.

7.2.3 Drawing Type A Markers

Each player makes a die roll and cross-references the result with the Game Turn on the Standard Game Air Point Chart. Ignore any DRMs. [Ignore Weather](#).

To the points generated, add PMs according to the number of CV/CVN BGs not in Port:

+1 PM per CV BG

+2 PMs per CVN BG

Unless the side has the [USA, PRC, or Russia Intervening at Level 2+](#), halve the final value (rounding up).

The player then randomly pulls that many counters from his Type A Available Draw [SS3 7.2.1] and places them in his Ready Draw [SS3 7.2.2].

7.2.4 Drawing Type B Markers

Each player makes another die roll and cross-references the result with the Game Turn on the Standard Game Air Point Chart and applies any Weather Effects. [Ignore any DRMs](#). The player then draws that many counters from his Type B Available Draw [SS3 7.2.1] and places them in his Ready Draw [SS3 7.2.2].

7.2.5 Sortie Rate Reductions

From the Ready Draw, randomly remove the following and return to each player's Available Draw Containers.

-1 PM for each Airbase/Airfield Captured/Destroyed in the last turn or in this turn's First SOF Phase (per the marker on the Game Information Display).

-1 PM for each Airbase/Airfield that currently has a Strike marker on it.

7.3 Using Package Markers

During the appropriate steps as indicated by the Sequence of Play (SOP) player aid card, players may randomly allocate PMs from their Ready Draw. When a player is allowed to allocate multiple markers, he can inspect the values on the marker just pulled before deciding to allocate another.

7.3.1 Air Superiority

During the Air Superiority Resolution Step, [compare the number of PMs in each player's Ready Draw](#). Compare the difference to the values on the Air Superiority Track (use the "Standard Game" values). Position the Air Superiority marker accordingly.

7.3.2 Strikes

During the appropriate step of the Strike Phase, the player can allocate one or two PMs from his Ready Draw to a Strike. Strikes are conducted using the SV of the PM(s). When conducting a Strike, the player can draw the PMs before indicating the target.

7.3.2.1 Naval Strikes

When the target is a Naval Unit, if the drawing player has a [CV BG or CVN BG](#) on the map and not in a Port, he can designate the Strike PM(s) as a Naval Air Unit. He can do this once per [CV BG/CVN BG](#) in play per turn.

7.3.2.2 Wild Weasels

Each Strike Phase, the Allied player can designate two Strikes as being equipped with Wild Weasels. In any game in which Russia intervenes at Level 2+ and the non-Allied player pays for the optional Su-57s, the non-Allied player can designate one Strike as a Wild Weasel; it is also a Stealth Strike.

7.3.2.3 Stealth Strike

Each Strike Phase, if a side has access to stealth aircraft (B-2, F-22, F-35, J-15, J-31, Su-57), two Type "A" PMs can be designated as a Stealth Strike.

Design Note: Why just two when there are tons of stealth platforms? Because these are "packages" that aren't necessarily composed of all stealth aircraft.

7.3.3 Combat Support Missions

During the appropriate step of ground combat, the attacker can allocate one or two PMs and the defender can allocate one PM to Combat Support from their respective ready Draws. Use the [Combat Support Value \(CSV\)](#) to determine the ground combat DRM.

7.3.4 Escort

When any Strike, Combat Support, Air Transport, Aerial Mining, or Airborne Movement (Paradrop) mission is facing “Normal ADF,” the player can draw one PM from his Ready Draw as an Escort. The Escort PM’s Air Defense Evasion modifier will be used to modify the Air Defense Fire (ADF) die roll.

7.3.5 Drawing Multiple PMs

When conducting a Strike or Combat Support mission, the player can draw PMs one at a time and assign them to the target or combat hex after seeing it. He must finish assigning PMs to a target/hex before assigning any to a new target/hex. **Furthermore, the player must designate a Strike as being Naval Strike [NWSS3 7.3.2.1] or Wild Weasel Strike [NWSS3 7.3.2.2], or a PM as being a Stealth Strike [NWSS3 7.3.2.3] before assigning any PMs to a new target/hex.**

7.4 Air Defense Fire (ADF)

The Air Defense tracks and markers are still in play. Their use, however, is modified from the Series rules. If a package is subject to “Normal” ADF, the Detection, SAM, and AAA values can affect the ADF roll as described below. If a “package” is subject to “Local” ADF, specific DRMs will be used as described below. In all other case, e.g., helicopters, use the rules as normal, i.e., Local Detection/SAM/AAA.

7.4.1 vs. Package Markers

When a PM is placed and revealed, the player rolls a die, applies any DRMs, and compares the result to the ADF Table.

7.4.2 vs. Attack Helicopters

Advanced Game Series rules apply [24.3.2].

7.4.3 vs. Airmobile Movement/Transport

Advanced Game Series rules apply [24.3.3].

7.4.4 vs Air Transport/Airborne Movement/Paradrop

Advanced Game Series rules apply [24.3.4] with this modification: Where “Normal ADF” would be used, roll on the ADF table and apply all modifiers. (Remember the Escort DRM.)

- If the result is “Mission Abort” return ground unit to its point of origin (it cannot move further this phase).
- If the result is “Mission Eliminated,” ground units are destroyed along with Transport Points used (adjust VPs).

7.4.5 Aerial Mining

Advanced Game Series rules apply [23.6]. Any Mission Abort or Eliminated result against an Aerial Mining mission permanently removes the marker from the game.

7.5 Collateral Damage

When an “Air” or “Air*” result is obtained on the Collateral Damage Table against an Airbase/Airfield, the Striking player randomly removes one of his opponent’s PMs from the game. Remove “Air” results from the Type B Available Draw. Remove “Air*” results from the Type A Available Draw. **If a particular type isn’t available to remove, randomly draw the other type.**

7.6 Game Specific Rules

7.6.1 Supply Points

When using these rules, reduce each side’s initially available Supply Points by 20% (round up to nearest whole number) where applicable.

7.6.2 Next War: Korea – DPRK Losses

In addition to any Collateral Damage losses, remove one Type A and one Type B PM from the Available Draw at the end of every turn.

7.6.3 Next War: India-Pakistan

The US/RU/PRC are not considered to have intervened until the game turn following that in which that nation’s air units are shown as a reinforcement.

7.6.4 Next War: Poland

Roll for Type A markers twice. Do not roll or draw for Type B markers. If there are not enough markers to fulfill from Type A, choose (do not randomly draw) Type B markers to make up the difference.

7.6.5 Next War: Vietnam

Each turn, add 1 Type B to Ready Draw for each of Philippines, Malaysia, Indonesia, and/or Thailand that enters the war on the player’s side.

7.6.6 Next War: Taiwan

Each turn, add 1 Type B to Ready Draw for each of Philippines, Malaysia, Indonesia, and/or Thailand that enters the war on the player’s side. Allies add 1 Type A to Ready Draw each turn if Japan enters the war at Level 2+.

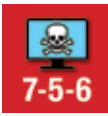
8.0 New Cyber Warfare Rules

The following rules can be used as an alternative to the rules presented in Supplement #1. The Cyber Warfare Capability (CWC) markers are still used.

8.1 Overall Concept

Each nation involved in the conflict depicted by the game receives several Cyber Warfare Capability markers each game turn. During the Electronic Warfare Phase, players will be able to use the markers to attempt “hacks” to affect things like Air Defense detection, combat, or the enemy’s Cyber Warfare ability itself. These rules are intended to be used with the Advanced Game only.

Design Note: EW/Jamming isn’t really “cyber” per se, but the effects tend to be the same, and, in the abstract, it’s easier to do the shaping of the electronic warfare battlefield all at the same time.



8.2 Cyber Warfare Capability Markers

Each side receives all its available Cyber Warfare Capability (CWC) markers at the beginning of the game. As the game progresses, markers may be temporarily or permanently eliminated. Each marker has two sides. The front side depicts the national flag of who owns the marker for easy recognition and to hide the values of the marker when it is played. The back side contains the Attack Value, Defense Value, and Survivability Value of the marker.

Nation	# of Markers	Source
PRC	6 + 6	NWSS1 + NWSS3
RU	6 + 6	NWSS1 + NWSS2
DPRK	4 + 4	NWSS1 + NWSS3
US	8	NWSS1
ROI	6	NWSS1
IROP	5	NWSS1
CW	5 + 2	NWSS1 + NWSS3
ROK	5	NWSS1
ROC	5 + 4	NWSS1 + NWSS2
MA	2	NWSS3
IN	2	NWSS3
TH	2	NWSS3
SRV	2	NWSS3
PH	2	NWSS3
FR	4 + 2	NWSS1 + NWSS3

8.3 Cyberspace

Each side has its own play aid that shows information regarding that side's Firewall and Network. The Network is subdivided into Primary Network and Sub Network Nodes. Each Primary Network Node has an intrinsic Firewall Defense Value in []. This can be augmented by the player assigning a CWC marker, to provide additional Intrusion Defense support. During play, the defender will place CWCs on the Firewall to bolster the defense. The attacker will place CWCs in the "Cyber Recon" spaces indicating which networks will be attacked, and, if successful, that player will place Hacked! Markers on a Sub Network node to be used later for the game effects specified.

Design Note: This is, obviously, an abstraction.

8.4 Cyber Warfare Capability Pool

If a nation has intervened with Supplies, Intel, and Special Operations Forces, it receives its CWC markers. At the beginning of the game, each side creates its Cyber Warfare Capability Pool by placing all available CWCs into its own opaque container, e.g., in Next War: India-Pakistan, with no international intervention, the non-Allied side places all the Pakistani CWCs into a container and the Allied side places all the Indian CWCs into a different container. If the PRC intervenes, then its CWCs would be placed into the non-Allied pool.

8.5 Cyber Warfare Phase

At the beginning of each Cyber Warfare Segment (part of the Electronic Warfare Phase), return any markers from the Game Information Display that are on this Game Turn to the available pool. Both players then randomly draw CWCs until they have six on hand. These become each side's on-hand Cyber Warfare Capability markers.

Play Note: Obviously, at the beginning of the game, both sides will simply draw six. In later turns, they may already have some CWCs on hand.

Players should use the Special Operations Forces boxes on the Game Information Display to hold their on hand markers. Available markers should be placed in the owner's Available Box. If a marker is used and not Eliminated [NWSS3 8.6.1], place it in the Used box. If a marker does not survive after use, place it in the Eliminated box.

Each side should hide its Cyberspace display from its opponent. After looking at their CWCs, the players secretly place them, values side down, on any one of its side's Primary Network nodes for additional Intrusion Defense or on the "Cyber Recon" space pointing to their opponent's Primary Network node for a Cyber Warfare hacking or attack attempt. Only one marker can be placed per Hack or Firewall node. Then, reveal the Cyberspace displays and resolve [NWSS3 8.6].

8.5.1 Human Enabled Cyber Operations (HECO)

After revealing the Cyberspace displays, both players, alternating, non-Allied player first may place an SOF Marker on any enemy CWC and immediately Raid it. The CWC is treated as an Installation in Urban. Any result eliminates the CWC [NWSS3 8.6.1]. The SOF Marker rolls for Survival as normal.

Design Note: This represents actionable intelligence allowing deep strikes against known networks and agents.

8.6 Hacked!

Once all CWCs are placed, and any SOF Raids resolved, resolve any Hacks against the C2 Primary Network first per the procedure below. Then, resolve the rest of the Hack attempts.

Design Note: C2 is first because you can use successful Hacked! Markers later in this phase to assist your attacks.

Resolve a Hack attempt by rolling a die for each attacking CWC and adding its Attack Value. This is the Hack Sum.

Add the Primary Node's Firewall Intrinsic Defense Value to any defending CWC Defense Value that is assigned to it and add the roll of a die. This is the Intrusion Defense Sum.

After seeing both rolls, the attacking player may apply any number of Hacked! Markers from a previously successful C2 hack to the Hack Sum. Each marker applied adds +2 to the Hack Sum.

Subtract the Intrusion Defense Sum from the Hack Sum. This is the Hack Difference; if it is more than plus three, reduce it to three. If the Hack Difference is positive, the network has been penetrated, and the attacker places Hacked! Markers equal to the modified Hack Difference on any Sub Network Nodes attached

to that Primary Network as desired. The exploiting player may place them all on one node or distribute them across several. Otherwise, the attack fails.

8.6.1 Survival and Elimination

After resolving all Hack attempts, roll for Survival of each CWC (on both attack and defense). Roll a die against the CWC's Survivability Value. If a CWC was assigned to Defense, but no Hack was attempted against its node, apply a -2 DRM. If the die roll is:

- < **Survivability:** the CWC remains in hand
- = **Survivability:** place the CWC two turns ahead
- > **Survivability:** the CWC is eliminated from play

Design Note: This represents the temporary nature of exploits and the natural tendency of an attack to be ahead of a defense, e.g., zero-day.

8.7 Exploit Results

Each Hacked! Marker expended from a Sub Network Node provides the Exploiting player with an advantage by either increasing the exploiting player's capabilities or decreasing the exploited player's capabilities. A player may expend multiple available markers where they affect DRMs. The effects when played are as follows:

8.7.1 C2 (Command and Control)

Network: Apply a +2 DRM to one Cyber Attack.

8.7.2 IADS (Integrated Air Defense System) & Strike Systems

CAP (Combat Air Patrol): After all Air Superiority air-to-air engagements are set, the exploiting player can re-arrange two friendly air units, break off an engagement and avoid combat, or enable a friendly air unit that is engaged with an enemy Stealth air unit to fire in Stand-off combat (but not Long Range combat).

SAMs (Surface-to-Air Missiles): Apply a +2 DRM to a SAM roll.

Detection: Apply a +2 DRM to a Detection roll.

SSM (Surface-to-Surface Missiles): Apply a +2 DRM to any Cruise or Ballistic Missile Strike.

8.7.3 EW (Electronic Warfare – Defense and Jamming)

C4I #1 (Command, Control, Communications, Computers, & Intelligence): Shift the Combat Odds one column in the player's favor in a combat.

C4I #2 (Command, Control, Communications, Computers, & Intelligence): Cancel an enemy HQ's or Artillery's Combat Support (the HQ/Artillery is still used).

8.7.4 Space (Satellites)

Sea (Maritime Satellites): Apply a +2 or -2 DRM to any Naval Detection attempt.

ISR (Intelligence, Surveillance, and Reconnaissance): Apply a +2 or -2 DRM to any Electronic Detection attempt or place a Targeted -1 marker on any eligible target.

PNT (Positioning, Navigation, and Timing): Reduce one enemy unit's movement allowance by half (rounded up) for this Movement Segment. This reduction is declared at the start of the unit's movement.

8.7.5 Infrastructure

Rail: Add 1 VP to your VP Total. Reduce enemy Supply Points by 2.

Ports: Add 1 VP to your VP Total. Reduce any one Port's Capacity by 2 for the turn.

Power Grid: Subtract 2 VP from the opponent's VP Total.

Social Media: Apply a +1 or -1 DRM to any Clearing Roll.

SNAFU: Delay any single reinforcement counter to the next turn.

8.8 End Turn, Hacked! Markers

At the end of the game turn, remove half of any unused enemy Hacked! Markers (round down).

8.9 Insurgency!

These rules may be used in Insurgency scenarios with the following modifications:

8.7.2 – Ignored completely.

8.7.3 – SAT-C2ba can only be used against the COIN player.

8.7.4 – Only ISR can be used against the Insurgent player.

8.7.5 – Rail can be used against the Insurgent player (ignore the Supply Point reduction).

Ports can be used only against the COIN player.

SNAFU, when applied to the Insurgent player allows the COIN player to immediately remove a just placed FOW counter.

9.0 Been There, Done That

Rather than withdrawing as it did the last time it invaded Vietnam, China settles in for the long term. Unfortunately for the Chinese occupiers, the Vietnamese have been there and done that. A titanic clash of revolutionary, guerilla furor erupts! Requires Next War: Vietnam.

Game Length: 12

Play Area: Vietnam; use the Operational map from Next War: Vietnam

Sides: The PRC is the COIN player. The SRV is the Insurgent player.

Initial Setup:

COIN player sets up first.

COIN Scenario Specifications:

Allocations: 20 Supply Points; 6 PRC SOF markers; 4 Supply Depots. AWACS Advantage – 4. Air Transport Limit – 2. Sea Transport Limit – 5.

Replacement Points:

PRC: GT1+ = 2

Setup:

The COIN player can freely set up the units in the following list. For players who prefer a “canned” setup, we have provided a hex number.

**People's Republic of China**

3203 163/74GA
 4608 125/74GA
 4509 1/74GA
 4310 154/74GA
 4311 74GA HQ, 74GA Arty, 16/74GA, Zhi-10/74GA
 4412 132/74GA
 3411 123/75GA
 2912 122/75GA
 2814 75GA HQ, 75GA Arty, 31/75GA, Zhi-10/75GA
 3214 42/75GA
 3413 37/75GA
 3810 32/75GA
 3613 10/81GA
 3614 85/81GA, 81GA Arty/81GA
 3713 81GA HQ, 124/81GA, Zhi-10/81GA
 3714 90/81GA
 4013 34/81GA
 4015 86/83GA
 3916 92/83GA
 3517 14/83GA
 4022 145/83GA, Zhi-10/83GA
 4321 83GA HQ, 83GA Arty, 91/83GA
 4423 3/83GA

Free Setup: [list of formations]; 1 x CVBG, 1 x SAG

After Insurgent setup, the COIN player rolls one die and reduces that number of non-HQ PRC armored, mechanized infantry, or motorized infantry units. Then apply three step losses to any Zhi-10 Attack Helicopters.

Then, if using the “canned setup”, roll another die, the COIN player may alter the setup for half that number of units (rounded up). The COIN player may, instead of moving a unit, conduct a breakdown with a unit. Any breakdown units created this way may alter their setup. Units can move to any hex in play; if they are moved to a Population Center with an Insurgent unit, place a Clearing marker.

Insurgent Specifications:

Use “blue” insurgent units. The Insurgent player randomly draws 12 Direct Action Cadres, without looking at the Active side, and 4 Political Action Cadres. Place them anywhere in Vietnam that is not occupied by or in the ZOC of a COIN unit. Once all are placed, the Insurgent player can examine the Active side.

Initial Insurgency Points: 10

PACs per Turn: 2

Scenario Special Rules:

1. Initiative: The Insurgent player is automatically the First player on GT1. Determine First player normally thereafter.

2. Weather: The Insurgent player can choose the season for the game and the weather for GT1. After that, determine the weather normally.

3. Map and Terrain: No special rules.

4. Air Points: The COIN player rolls on column #2 (non-Allied Results) of the Next War: Vietnam Standard Game Air Points chart for Air Points each turn.

5. Reinforcements: PRC receives 2 x SOF markers (to a limit of 6) on every even turn.

Reinforcement Packets	
Units	VP Cost
PRC 127/Abn & 128/Abn +2 Airmobile Points	6
PRC 130/Abn & 131/Abn +2 Airmobile Points	6
PRC 133/Abn & 134/Abn	4
Per PRC Marine (1, 2, 3, and/or 4 Marine) *	2
71 GA (9 units)	10
[additional group army] †	10
Philippines SOF Marker	4
Philippines Marines (MBLT HQ, AABN, A, B, C, FRBN)	9
Malaysian SOF Marker	4
Malaysian 10th Brigade (4 units)	9
Indonesian Marines (4 units)	9
Thai 2nd Army (4 units)	12
Shift Air Points column one right	7
1 x CVBG, 1 x SAG	3

* As many as are available in one turn as desired.

† Requires Next War: Supplement #2 or Next War: Korea, 2nd Edition

Reinforcements can arrive in any COIN controlled Port regardless of Port Capacity.

6. Replacement VP Costs: The Insurgent player receives VP (directly to the total) for each REPL as follows:

PRC 1 VP for every 2 REPLs or part thereof used in a turn

Victory:

At the end of GT12, if the VP differential is 10 or less, the game ends in a draw; otherwise, the player with more VPs wins.

Receiving Package Markers [NWSS3 7.2]

First, Draw Type A Markers

Make a die roll and cross-reference the result with the Game Turn on the Standard Game Air Point Chart.

Ignore any DRMs.

Ignore Weather.

+1 PM per CV BG not in Port

+2 PM per CVN BG not in Port

½ the final value (round up) Unless the side has the USA, PRC, or Russia Intervening at Level 2+

Randomly pull that many counters from the Type A Available Draw [SS3 7.2.1] and place them in the Ready Draw [SS3 7.2.2].

Then, Draw Type B Markers

Make another die roll and cross-reference the result with the Game Turn on the Standard Game Air Point Chart.

Apply any Weather Effects.

Ignore any DRMs.

Randomly pull that many counters from the Type B Available Draw [SS3 7.2.1] and place them in the Ready Draw [SS3 7.2.2].

Then, Apply Sortie Rate Reduction

From the Ready Draw, randomly remove the following and return to each player's Available Draw Containers.

-1 PM for each Airbase/Airfield Captured/Destroyed in the last turn or in this turn's First SOF Phase (per the marker on the Game Information Display).

-1 PM for each Airbase/Airfield that currently has a Strike marker on it.

Air Defense Fire vs Package Markers [NWSS3 7.4.1]

Modified ADF Roll	Result
≤ 1	Mission Successful. +1 to CSV or -1 DRM to Strike
0	Mission Successful
1-2	Mission Successful. -1 to CSV or +1 DRM to Strike or +1 to Paratroop
3-4	Mission Successful. -2 to CSV or +2 DRM to Strike or +2 to Paratroop
5-7	Mission Aborts. Place on the GT track to enter in next turn's Reinforcement Phase.
≥ 8	Mission Eliminated. Remove PM from game.

Air Defense Fire (ADF) DRMs:

- x subtract Strike/Combat Support PM's Air Defense Evasion Value
 - x subtract Escort PM's Air Defense Evasion Value
 - 3 if PM conducting Stealth Strike (NWSS3 7.3.2.3)
 - 2 if flying side has Air Supremacy
 - 2 if PM conducting Wild Weasel Strike (NWSS3 7.3.2.2)
 - 1 if flying side has AWACs Advantage of 2 or greater
 - 1 if flying side has Air Superiority
 - 1 if PM using Stand-off Strike
 - +1 if non-flying side has AWACs Advantage of 2 or greater
 - +1 if PM is within 2 hexes (inclusive) of enemy HQ/Installation/Naval Unit/Patriot, S300, S400, or THAAD battery
 - +1 if PM NOT using Stand-off Strike AND non-flying side AAA level 3
 - +1 if non-flying side has Air Superiority
 - +1 if non-flying side has Air Supremacy
- NORMAL ADF: +x add DET + SAM average (DET + SAM/2) (drop fractions)
LOCAL ADF: +1

THAAD Area of Effect [NWSS3 5.4]

Location	Protected Area
NWK Operational Map or Japan	Operational Map and Japan
NWT Operational Map	Operational and Penghu
NWV Operational Map	Operational Map
NWP Operational Map	Operational Map and Lithuanian Land Areas
NWP Baltic Land Area	Operational Map and Strategic Display Land Areas

Credits

Original Crisis: Korea 1995 Design: Gene Billingsley

Next War Series Design: Mitchell Land

Map Art: Charles Kibler, Justin Martinez

Counter Art: Mark Simonitch, Charles Kibler, Justin Martinez

Manuals & Player Aid Cards: Justin Martinez

Proofreaders/Playtesters: Tim Barrick, Abe Francis, Chris Rakowski, Ralph Shelton

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, Mark Simonitch